

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	4	345/473.ccls. and (water adj2 surface)	US-PGPUB; USPAT	OR	ON	2004/11/21 11:00
S3	4	345/473.ccls. and ((map or texture or bump) adj2 (water or liquid or wave))	US-PGPUB; USPAT	OR	ON	2004/03/09 16:52
S5	103	"703"/\$.ccls. and ripple	US-PGPUB; USPAT	OR	ON	2004/03/09 18:13
S6	5	345/473.ccls. and ripple	US-PGPUB; USPAT	OR	ON	2004/03/09 18:14
S7	33	nintendo.as. and water	US-PGPUB; USPAT	OR	ON	2004/11/21 11:32
S8	13	nintendo.as. and (water adj surface)	US-PGPUB; USPAT	OR	ON	2004/11/21 11:12
S9	31	sony.as. and (water adj surface)	US-PGPUB; USPAT	OR	ON	2004/03/09 12:26
S10	849	345/473.ccls.	US-PGPUB; USPAT	OR	ON	2004/03/09 14:29
S11	206	"345"/\$.ccls. and (water or liquid) same surface same (undulat\$3 or moving)	US-PGPUB; USPAT	OR	ON	2004/03/09 12:28
S12	75	345/473.ccls. and water	US-PGPUB; USPAT	OR	ON	2004/03/09 12:59
S13	5947	"703"/\$.ccls.	US-PGPUB; USPAT	OR	ON	2004/03/09 18:13
S14	147	345/473.ccls. and wave	US-PGPUB; USPAT	OR	ON	2004/03/09 16:49
S15	2565	(represent\$3 or render\$3 or generat\$3 or creat\$3 or mak\$3) with (water adj surface\$1)	US-PGPUB; USPAT	OR	ON	2004/11/21 11:05
S16	26	S15 and "345"/\$.ccls.	US-PGPUB; USPAT	OR	ON	2004/11/21 11:05
S17	941	345/473.ccls.	US-PGPUB; USPAT	OR	ON	2004/11/21 11:12
S19	14	nintendo.as. and (water adj surface\$1)	US-PGPUB; USPAT	OR	ON	2004/11/21 11:32